

**ROGERS COMMUNITY-SCHOOL RECREATION ASSOCIATION
YOUTH BASKETBALL
3 ON 3 LEAGUE
HIGH SCHOOL INTRAMURAL RULES**

NFHS RULES WILL BE FOLLOWED, EXCEPT WHERE AMENDED BY THE FOLLOWING:

1. Games will consist of two ten minute halves. The clock will run continuously except for timeouts. In the last minute of each half, the clock will stop at all whistles. A team must have a minimum of three players present in order to begin the game. Teams with three players present will be required to start at scheduled game time. Halftime will be two minutes. Each team is allowed two (45 second) timeouts per half. Timeouts not used in the first half do not carry over into the second half.
2. Games will be played on a small sided court with two goals. Due to the size of the court there will not be a 3 point line. Therefore all field goals will count as two points.
3. The league provides uniform shirts. No lettering, logo, patches, writing, or designs of any kind may be added to the shirts.
4. If schools are closed due to bad weather, all practices are cancelled. For information on game cancellations, call 631-0336, and press "1" when the recording begins or go to www.rogersarkansas.com/parks.
5. **ELIGIBILITY:** All players must be registered before practicing or playing. Players must attend high school, or be enrolled in a certified home school program. Players who are members of school basketball programs after January 1 are ineligible. Players must be prepared to produce identification, if asked. If a player cannot produce identification when asked, he will not be allowed to play. After a player has played in a game, the player may not transfer from one team to another without approval of the league director.
6. Each team must have an adult coach, approved by the league director. The approved adult coach must be present for all practices and games. If an approved adult coach is not present, the practice will be cancelled or the game can be forfeited. A team is allowed, and encouraged, to have more than one approved coach.
7. **UNSPORTSMANLIKE CONDUCT:**
 - a. If a player receives two technical fouls, for unsportsmanlike conduct, in the same game, the player is automatically ejected for that game and suspended for the following two games. If a player is ejected from a game without committing two technical fouls, the player is automatically suspended for the following two games.
 - b. If a player receives three technical fouls, for unsportsmanlike conduct, in the course of the season, the player is automatically suspended for the remainder of the season.
 - c. If a team receives four technical fouls, for unsportsmanlike conduct, in the course of the season, the team is automatically suspended for the remainder of the season.
 - d. There will be a post season tournament for teams with LESS THAN three technical fouls.